Appln. No. 10/829,022
Amdt. dated May 17, 2006
Response to Notice of Drawing Inconsistency with
Specification mailed April 28, 2006

PATENT

Amendments to the Specification:

Please replace paragraph [0071] with the following amended paragraph:

[0071] For a set of blocks on one single slice, if they are rendered individually, a gutter-pattern effect would appear on the edges of every block during rendering (~~Fig. 15~~ Figs. 15A and 15B). This is due to the projection of two adjacent blocks onto one single pixel. To solve this problem, a hardware-accelerated feature of the graphics board is deployed. Texture clamping is used to compile one particular set of blocks originated from the same texture slice. By means of texture clamping, blocks on the same slice will be rendered as a whole in producing the images, and the final screen image can be gutter-free.